

```
graph TD
    subgraph System_20 [System 20]
        subgraph Memory_30 [Memory 30]
            ICPP_60[Insurance Claims Processing Program 60]
        end
    end
    ICPP_60 --> DS_50[Display Screen 50]
    DS_50 --> ICPP_60
    ICPP_60 <--> IDB_40[(Insurance Database 40)]
    ID_52[Input devices 52] --> ICPP_60
    CCD_54[Cursor control devices 54] --> ICPP_60
```

The diagram illustrates the architecture of an Insurance Claims Processing System. At the center is the **Insurance Claims Processing Program 60**, which is contained within **Memory 30**. This memory is part of the overall **System 20**. The program interacts with several external components: it sends data to the **Display Screen 50** and receives input from it; it has a bidirectional connection with the **Insurance Database 40**, represented by a cylinder; and it receives input from **Input devices 52** and **Cursor control devices 54**.

FIG. 1b

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graph TD; A[provide a rules engine to process rules associated with assessing bodily injury general damages ~100] --> B[provide a database, external to the rules engine, to store rules data ~110]; B --> C[read rules data from database ~130]; C --> D[transform rules data to a plurality of rules operable by the rules engine to assess damages claims associated with bodily injury ~140];
```

provide a rules engine to process rules associated with assessing bodily injury general damages ~100

provide a database, external to the rules engine, to store rules data ~110

read rules data from database ~130

transform rules data to a plurality of rules operable by the rules engine to assess damages claims associated with bodily injury ~140

Figure 2

